

Mining Simulator User Guide

Inactive button that removes a truck from the work force

Truck details and status

When a truck is selected from the main list this button puts it into servicing or tags it for future service

Main list where the trucks ID and status are displayed

The screenshot shows the Mining Simulator interface. On the left is a main list of trucks with columns for ID and Status. In the center, there's a section for 'Truck Details' (Truck ID, Load Capacity, Total) and 'Truck Status' (radio buttons for Inactive, Transit to Loading, Loading, Transit to Crusher, Crusher, Service). To the right is a 'Service' button and a 'Servicing List' showing trucks currently being serviced. At the bottom are four queues: Transfer to Loading, Loading Queue, Transit to Crusher, and Crusher Queue.

ID	Status
100	1
101	1
102	3
103	5
104	2
105	2
106	5
107	2
108	2
109	4
110	1
111	3
112	1
113	5
114	2
115	3
116	3
117	5
118	4
119	4

Transfer to Loading		Loading Queue		Transit to Crusher		Crusher Queue	
110	1	105	2	111	3	119	4
112	1	104	2	116	3	118	4
100	1	107	2	115	3	109	4
101	1	114	2	102	3		
		108	2				

List box for each Queue.

ID	Status
100	5
101	1
102	4
103	1
104	0
105	3
106	0
107	3
108	0
109	2
110	0
111	0
112	5
113	1
114	4
115	5
116	2
117	0
118	0
119	1

This is the list of trucks onsite and their current status. To view extra details of the truck, such as load capacity and how many loads it has received, single click on the truck you wish to view.

The screenshot shows the Mining Simulator interface with truck ID 102 selected. The 'Truck Details' section shows Truck ID 102, Load Capacity 200, and Total 400. The 'Truck Status' section shows radio buttons for Inactive, Transit to Loading, Loading, Transit to Crusher, Crusher (selected), and Service.

While the truck is selected it can be transferred to the service bay by clicking the 'Service' button.

The screenshot shows the 'Service' button and the truck status '100 Servicing'.

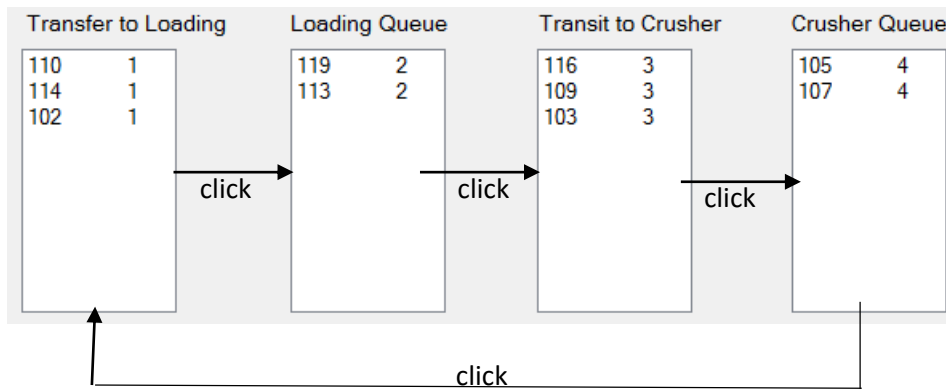
Double clicking on a truck with a status of zero (0) will place the truck into the first Queue (Transfer to Loading), and this will change the truck status from zero to one.

The screenshot shows the 'Transfer to Loading' queue and the truck status '110 1'.

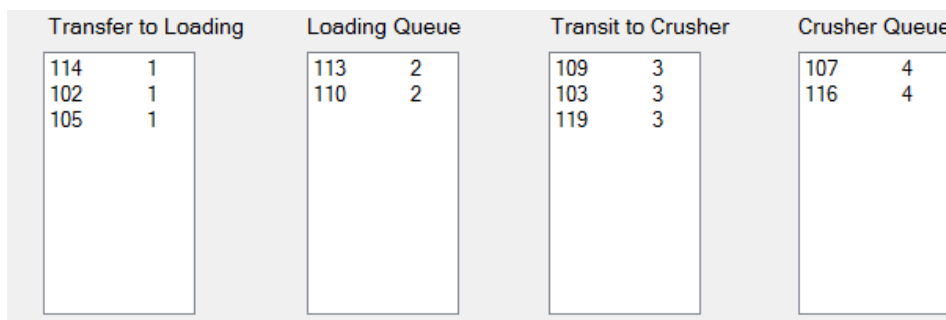
The truck status indicates where the truck is, if it is in a queue, servicing or inactive.

The screenshot shows the 'Truck Status' section with radio buttons for Inactive, Transit to Loading, Loading, Transit to Crusher, Crusher, and Service. A legend on the right explains the status values: 0 = Inactive, 1 = Transit to Loading, 2 = Loading, 3 = Transit to Crusher, 4 = Crusher, 5 = Service.

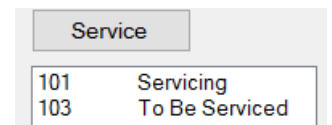
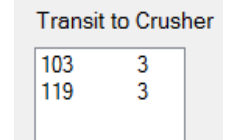
Mining Simulator User Guide



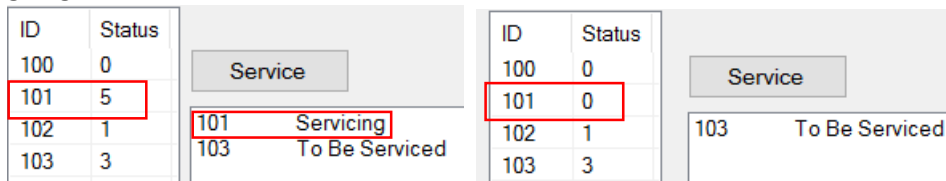
Result:



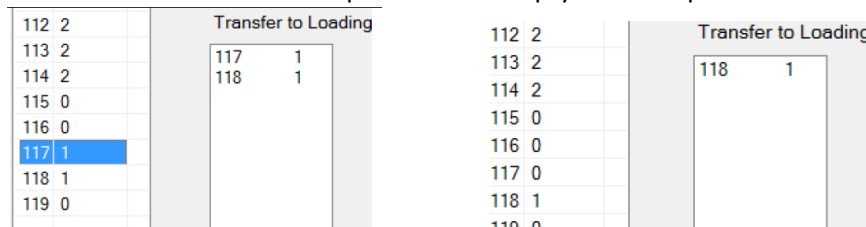
To move trucks from one queue to another, simply click on the list box that has the truck you want moved (Note: The first truck in the list box will move to the bottom next queue and so on and so forth). Trucks start at Transfer to Loading and move to Loading Queue where they receive their capacity in minerals. At this point any trucks that need to be serviced will have to empty their load.



To remove items from a service or to be serviced double click on the specified truck which will either set the truck status back inactive or prevent the truck going to the service area.



To take a truck out of the work cycle, select the truck from the main list and click the inactive button. When the truck is out of its queue and is empty it will be placed as inactive.



Upon closing the program all truck statuses and where they are in each queue is automatically saved to a file, which will load up when the program is run again.